

GAME BOY ADVANCE

AGB-AEVE-USA

ALIENATORS:  
EVOLUTION  
CONTINUES

INSTRUCTION BOOKLET

ACTIVISION®

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

** WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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## STARTING THE GAME

Make sure the POWER switch is OFF.

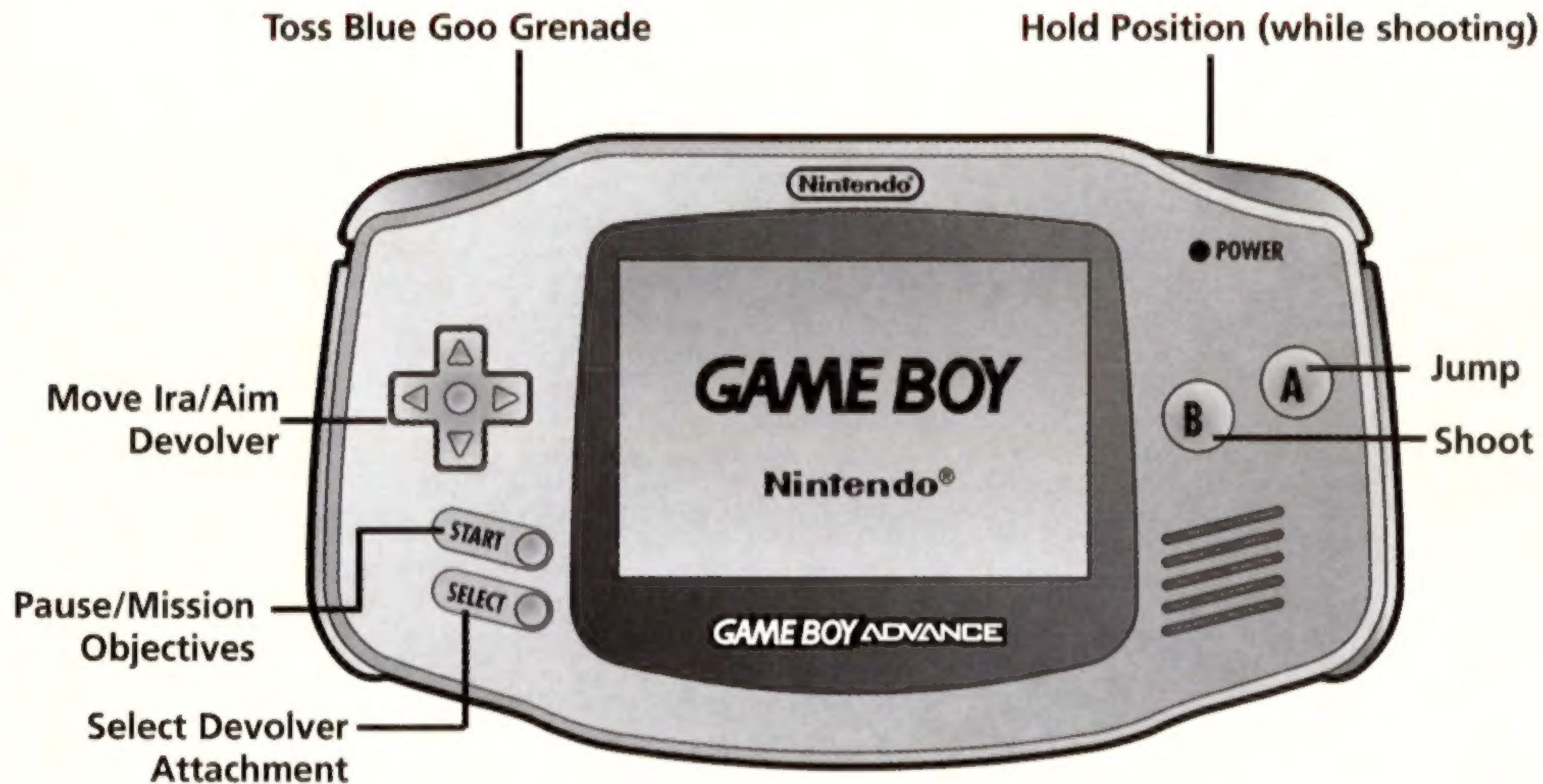
Insert the *Alienators: Evolution Continues*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

Turn the POWER switch ON.

*Note: The **Alienators: Evolution Continues**™ Game Pak is for the Game Boy® Advance system only.*



# GAME BOY® ADVANCE CONTROLS



# CHARACTER CONTROLS

**Control Pad RIGHT**

Move Ira Right/Open unlocked doors to the right

**Control Pad LEFT**

Move Ira Left/Open unlocked doors to the left

**Control Pad UP**

Walk through doors in background/Look up while standing/Climb up ladders

**Control Pad DOWN**

Crouch while standing/ Look down while crouching/Climb down ladders

**A Button**

Jump

**B Button**

Shoot currently equipped Devolver Attachment

**L Button**

Toss Blue Goo Grenade

**R Button (Hold)**

Hold Position (allows Ira to fire in all directions while standing, crouching, on a ladder, or on monkey bars)

**Hold B Button + Control Pad**

Ira will shoot in the Control Pad direction while standing, crouching, jumping, on a ladder or on monkey bars

**Start**

Pause Game/Display Mission Objectives

**Select**

Select Devolver Attachment (only selects from Attachments which have ammunition available)



## THE GENUS IS LOOSE!

Deep in the heart of the Alienators' base, a beeping is heard...

"Lucy?!? You gonna get that?"

Beep...

"Harry?!?!"

Beep...

"Wayne?!?!?!"

Beep....

"ANYONE?!?!?!?" Sigh. "Alright, Gassie, off my lap, boy."

Gassie emits a small squeaky sound as Ira leaps up from the sofa and picks up the OIC (Operational Information Coordinator).

"Alienators' Palace. Ira speaking. How can I be of service?"



"Kane? It's Woodman. We've got a situation here. I sent a sample of the Genus to some eggheads who've got a bio-research facility out in the desert near Flagstaff. Unfortunately, we lost contact with them a few hours ago. It looks like they goofed up good. We got mutants all over the desert, and I don't even want to think of what's in that lab. Now I've got two options: I can blast it to smithereens, which is going to cause me all sorts of paperwork, or I can call you."

Ira frowns, deep in thought.

"As you can hear, I decided to call you. I want you—and you alone—to get in there and see if you can fix this mess. Your geek buddies can stay in the lab and work on it from the science end. If you can take care of it, it'll save me some bad publicity, and I'll see about some DARPA research grants for the college. If not, well, I've got a rapid response SAC team ready to turn that little piece of desert into a parking lot, with extreme prejudice, if you know what I mean. Good luck, and don't take too much time. Those SAC boys have itchy trigger fingers..."

"Right, General. We'll see what we can do, but you'd better not 'forget'



our help after we clean up this mess, like you did the last time!"

The sound of Woodman's laughter can be heard through the OIC. "Son, I have no idea what you're talking about! Now get out there and kick some alien butt!!!" Click.

"Well guys, looks like we've got another fine mess on our hands. We'd better get suited up for action."

Gassie wiggles back and forth with anticipation as a long, throaty gurgling sound is heard.

"Awwwwwwww, Gassie, don't make me get out the air freshener again." Ira looks around the room and suddenly shouts to no one in particular—"Alienators, mount up!!! Scopes is out there causing trouble and we're the only ones who can stop him!!!"

Almost as soon as the words are out of his mouth, the rest of the team files in and begins to help Ira plan their latest confrontation against the alien menace. Armed with little more than ingenuity and a fire truck full of Blue Goo Shampoo, the Alienators set out to battle Scopes and the Genus. Let the games begin!!!

## THE GAME

You must guide Ira through the research facility in an effort to find out what happened and eradicate any Genus aliens you find there. Your team will support you from the outside, but it's just you and your trusty Devolver on the inside. A special weapon that fires Blue Goo Shampoo, the Devolver eliminates Genus enemies by forcing their DNA to devolve back to a single cell.

Unfortunately, the Genus is able to adapt to your weapons! You will need to rely on your team outside to find ways to modify your Devolver to be effective against the Genus as it learns to become invulnerable to your shots. So be careful and be on the lookout for Scopes and his Genus-mutated alien friends!

Good luck, Alienator!

## MAIN MENU

Use the **Control Pad** to navigate through the menu options. Press the **A Button** to accept your selection.

### Start Game

Select **Start Game** to enter the research facility and begin eliminating the Genus menace.

### Password

Use this screen to enter a password and restore your game progress. Press the **Control Pad Left/Right** to highlight the character's position and the **Control Pad Up/Down** to select the character. Press the **A**



**Button** to accept the password or the **B Button** to return to the Main Menu.

*Note: Completing the game on Normal or Hard difficulty will give you a secret password. Keep in mind that the effects of this password will only remain stable as long as Ira does. Restarting a mission or using a subsequent password may cause these effects to "devolve."*

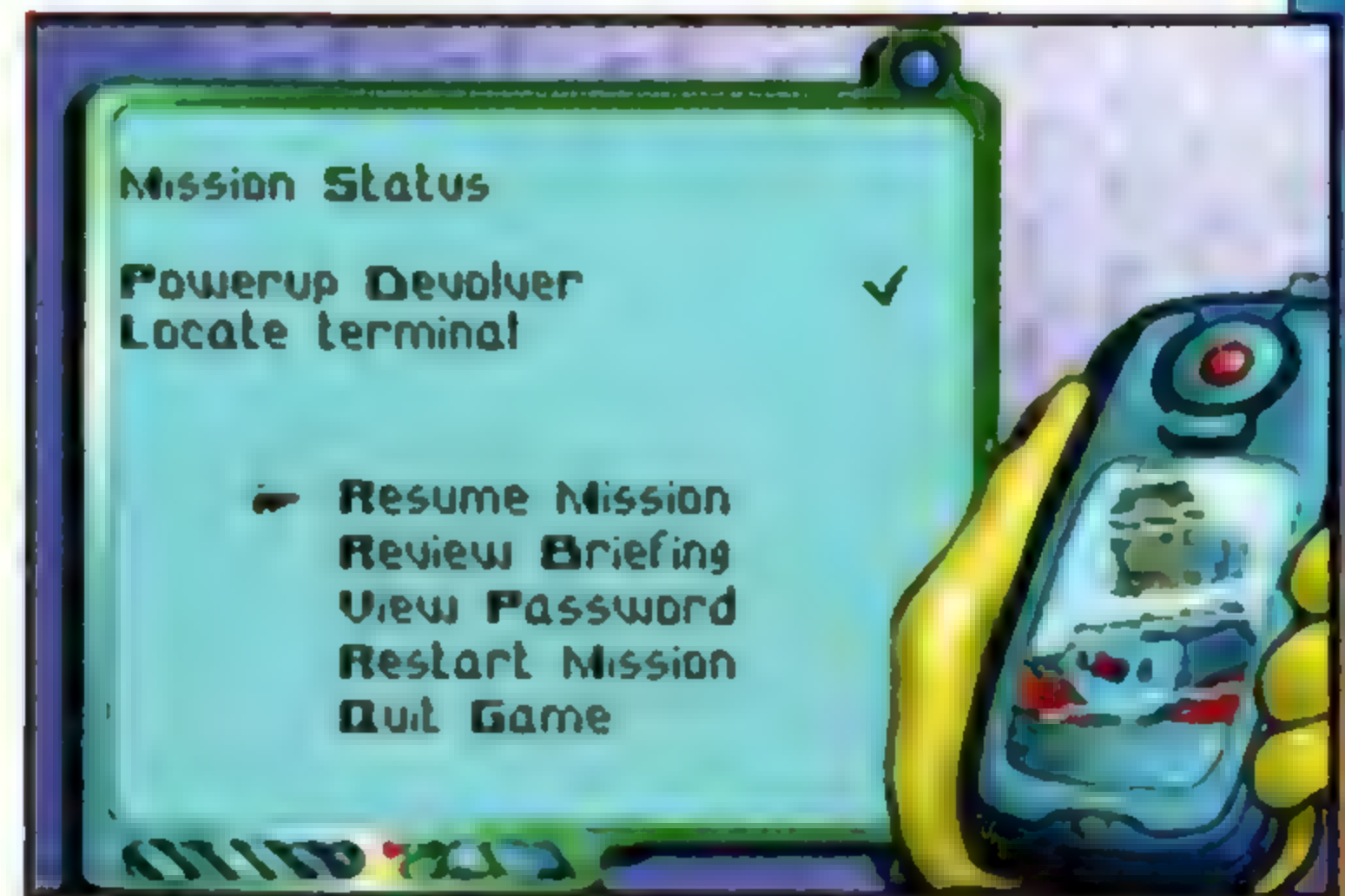
## Options

Press **Up/Down** on the **Control Pad** to highlight an option. Press the **Control Pad Left/Right** to change the option. Press the **B Button** to return to the Main Menu.



## PAUSE\MISSION OBJECTIVES SCREEN

Press **START** while playing the game to pause the game and view your current mission objectives. Completed objectives are marked with a checkmark. From this screen you can access the mission briefing, view your current password, restart the mission, or quit the game.



Note that when **View Password** is selected, the password from the last level completed is given, which can be used to restore your progress at a later time (see Password on page 11). Select **Resume Mission** to continue playing. Select **Review Briefing** to see the full mission objective briefing again. Select **Restart Mission** to reset the current level. Select **Quit Game** to leave the game.

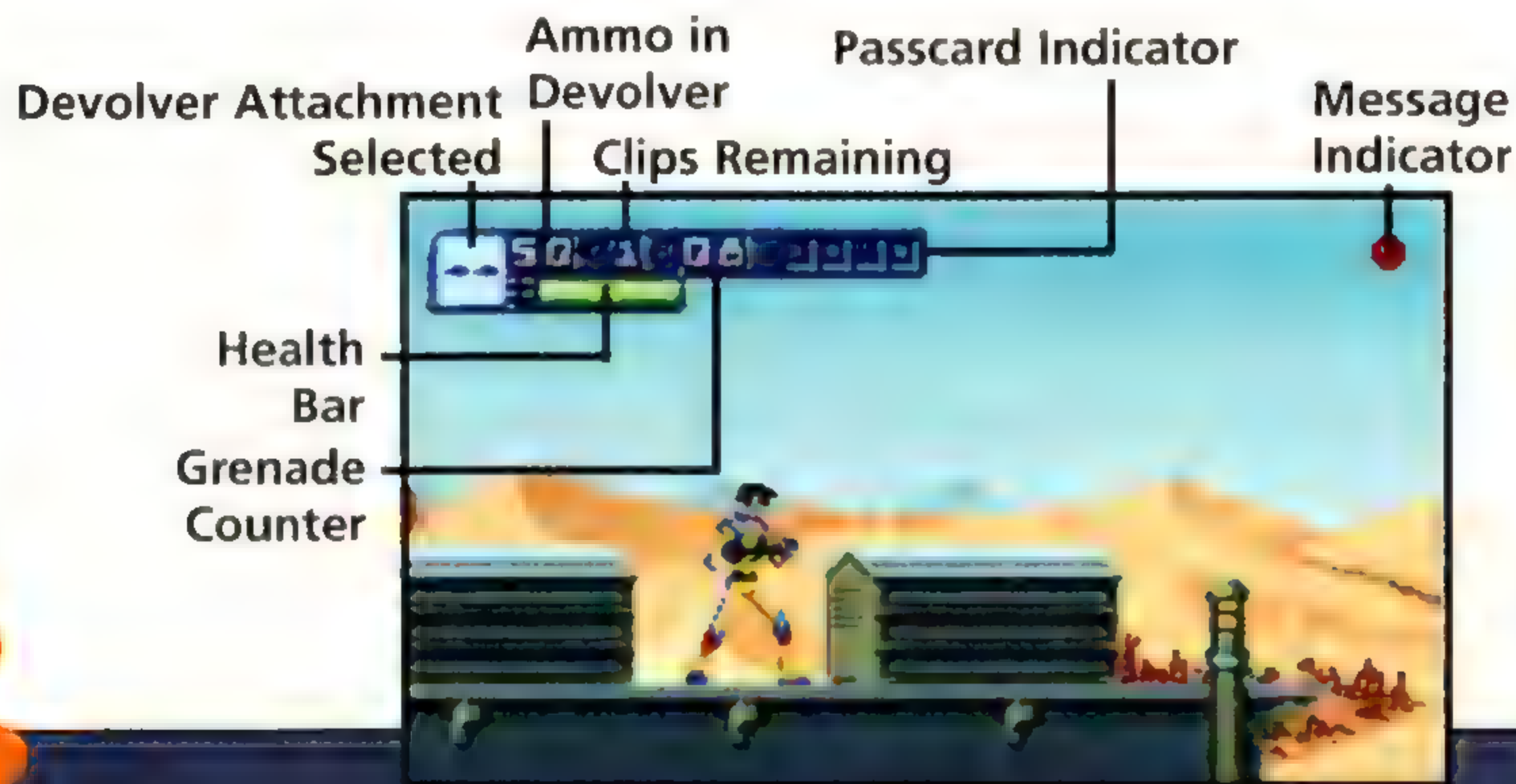
## ON-SCREEN DISPLAY

**Devolver Attachment Selected**—Active Devolver Attachment.

**Ammo in Devolver**—Current number of shots loaded in the Devolver for the selected Attachment.

**Clips Remaining**—The number of refills for the current Devolver Attachment.

**Grenade Counter**—The number of Blue Goo Grenades in your possession. You can only carry 15!



**Passcard Indicator**—Colored passcards in your possession. Colored doors can only be opened with the same-colored passcard.

*Note: Silver security passcards (mission objective passcards) will not appear in the on-screen display, because they are single-use items.*

**Health Bar**—Life remaining. You only live once, so grab Health power-ups when you can!

**Message Indicator**—Indicates a change in mission status. Press **START** to pause the game and view your current mission status.

## POWER-UPS

### Blue Goo Grenades

Picking up one of these will give you five Blue Goo grenades to use on the Genus aliens.



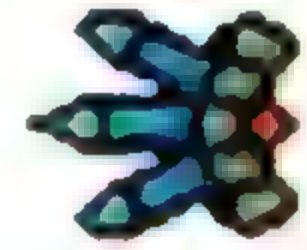
### Rapid Fire Attachment

This power-up will give the Devolver a higher rate of fire, allowing you to devolve your enemies much more rapidly than the standard-issue Blue Goo ammo.



## **RPG (Rocket Propelled Goo) Attachment**

These special rockets were designed by Ira in a recent lab experiment. When collected, the Devolver will be able to fire three rockets in a single shot! This allows you to hit enemies above and below you with a single pull of the trigger.



## **Shampoo-Thrower Attachment**

Ira's experiments with aerosol Blue Goo paid off! By attaching this power-up, your Devolver can shoot bursts of blue devolving goodness!



## **Super Sludge Attachment**

A much more potent form of the standard Blue Goo, the Super Sludge will devolve the more powerful Genus enemies with ease.



## Big Blue Goo Attachment

The most powerful weapon available to Ira—a single shot of this stuff will take down almost anything but Scopes himself.



## Passcard

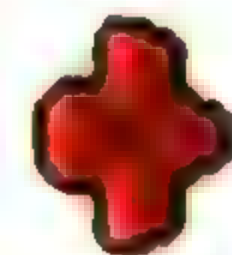
Some areas of the research facility are protected from intruders by electronic lock. If you find a door you can't get through, you probably need to find a passcard to unlock it. Keep in mind that the passcards and doors are color-coded.



*Note: Silver mission objective passcards are one-time use items that will not appear on your on-screen display.*

## Health

If you find one of these, snatch it up quickly! This power-up will restore a portion of Ira's health.



## LEVELS

### Outside Compound Entrance (East)

The desert outside the secret research base where the Genus was being studied is a very dangerous place. Ira must establish contact with the other Alienators and find a silver passcard to get inside the base—but don't expect the entrance to be unguarded!



### Floor G: Compound Entrance (East)

There are signs of destruction everywhere and nobody's around. In order to continue your mission, you must find and power-up the emergency generator. Be on the lookout for any creatures that Scopes may have placed in your path!



## Floor B1: Research and Development (East)

Your mission here is to recover the 10 lab note discs scattered throughout the level that contain data about the resident strain of Genus. The information on the discs can be sent to the other Alienators on the outside. They will then work on a way to neutralize the mutagen and help you fight your way further into the base!

Lab Note Disc



## Floor B2: Main Lab (East)

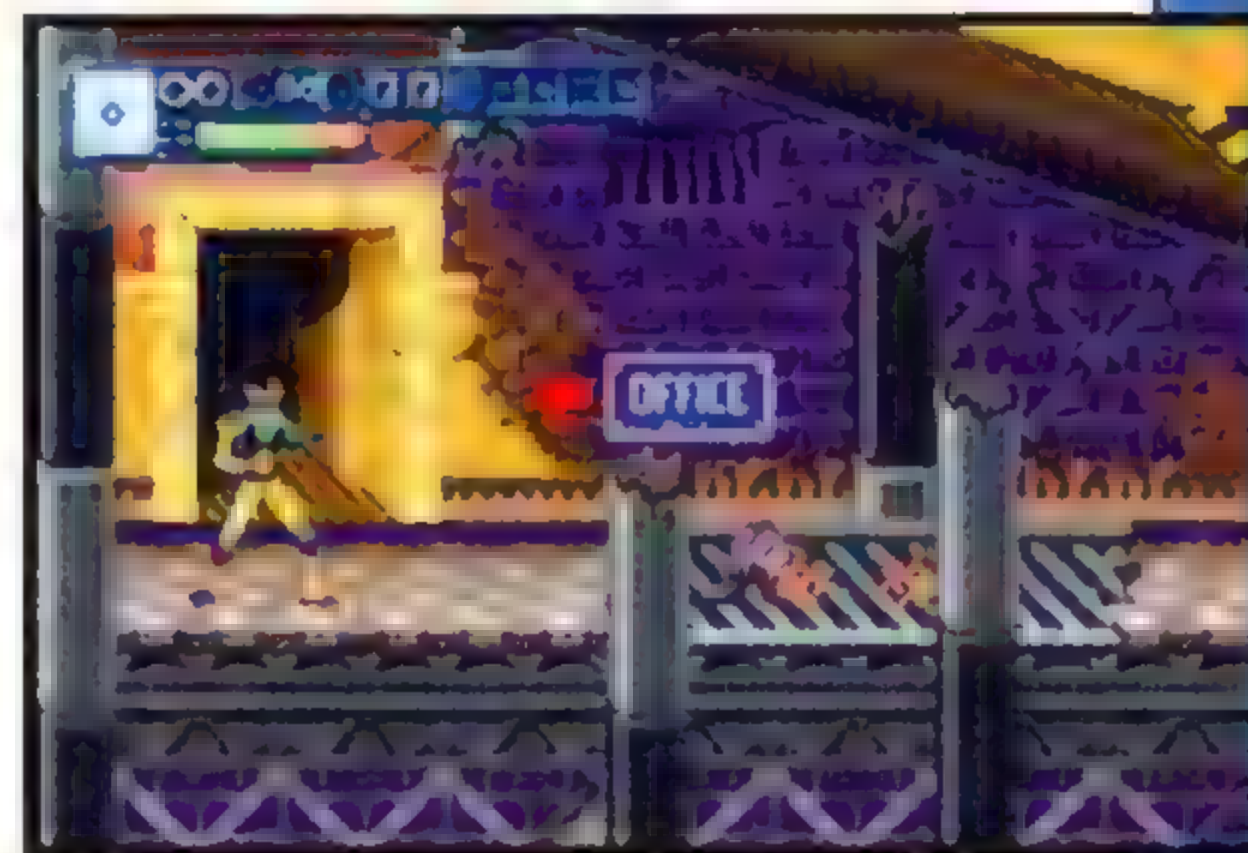
This is where technicians put the fruits of the R & D team's efforts to the test. Unfortunately, it looks like someone is putting you to the test instead! The monsters are getting tougher on this level, and it seems that they may be monitoring your movements! Your mission is to "Goo Up" all of the security cameras before Scopes and his buddies can track you down and add you to their collection of interesting Earth creatures.

Security Camera



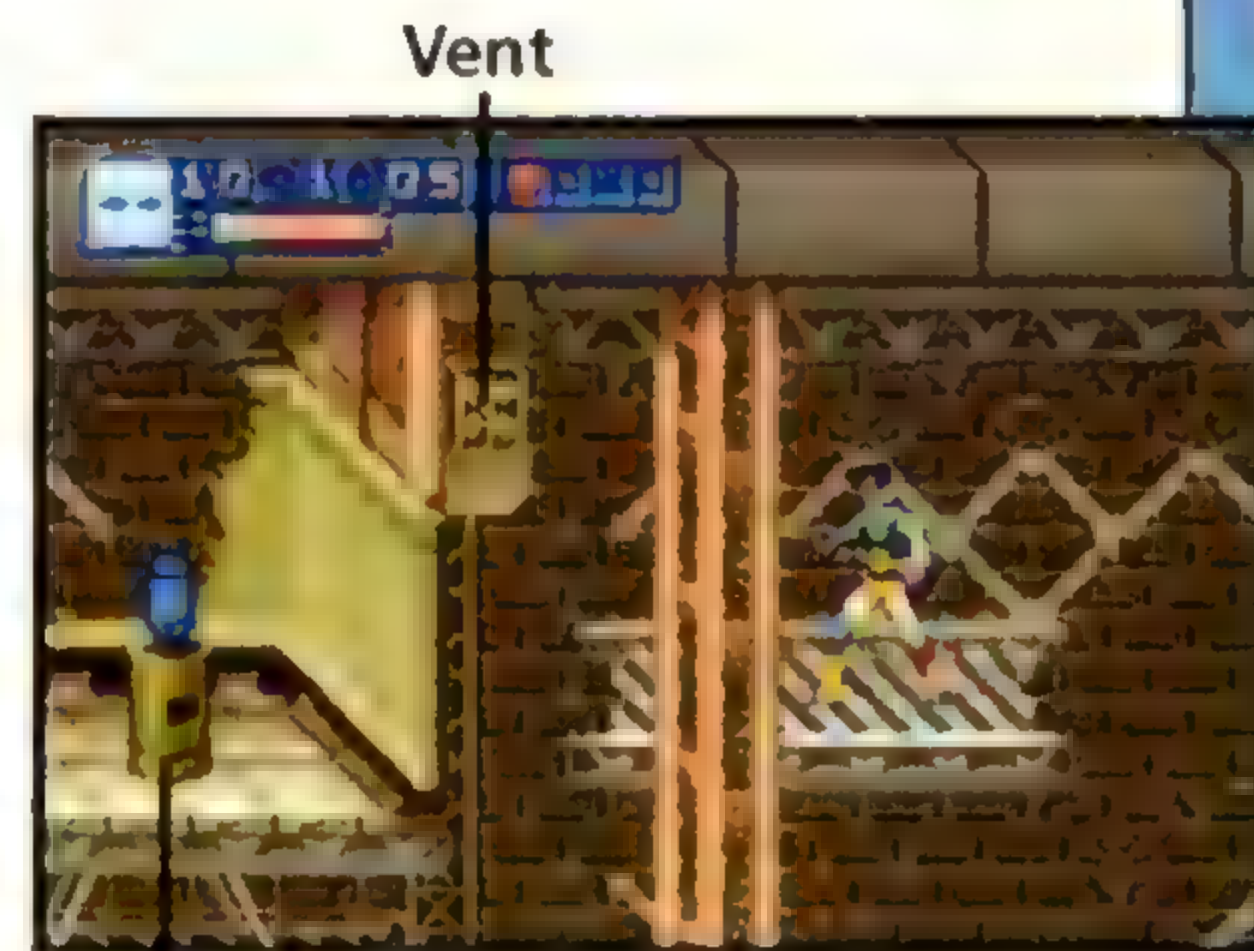
## Floor B3: Executive Offices (East)

These fancy offices—made slightly less impressive by the destructive power of the Genus—hold secrets that you were not meant to see. Your mission? Locate the security office on this level, and get the silver security passcard. Only with the passcard can you find your way out of the executive washroom before YOU are washed up!



## Floor B4: Sub-Basement (East)

Use the Big Blue Goo attachment of your Devolver to fill the 12 vent shafts located on this floor with Blue Goo. This will seal the air ducts with Goo and ensure the "devolution" of anything you missed that was creeping around in the vents above. Use the refilling station if you run out of Big Blue Goo!



Refilling  
Station

## Floor B4: Sub-Basement (West)

Now that you've sealed the air-vents, the basement is starting to fill with mutant gas! Help Ira exit before the gas reaches above his head, or he'll suffocate. Needless to say, your evolved "friends" can breathe the alien air without any problems!



## Floor B3: Executive Lab (West)

The mission here is to power-up the central computer and rooftop satellite dish so that Ira can send all of the data that was collected on the growth and mutations of the Genus to General Woodman and the rest of the team. Lab technicians kept careful notes right up until the Genus overtook the compound, but there are no signs of friendly technicians on the floor now...



## Floor B2: Main Lab (West)

Using the information sent through the satellite dish, the other Alienators provide some vital news: three experimental weapon parts are located in the lab! You must find and attach them to the Devolver in order to do damage to the highly evolved Genus creatures found on this level. Be particularly careful, because your weapons can't hurt any of these baddies until you assemble the new Devolver parts!



Experimental  
Weapon Part

## Floor B1: R&D Level (West)

Using your freshly powered-up Devolver, fill all of the vents on this level with Big Blue Goo. This will cause the facility to fill up with gas and neutralize every alien in the compound. The only problem is: there's a whole army of enemies that are just itching to stop you from neutralizing them!



## Floor G: Genus Den (West)

Plugging those vents has caused the facility to fill with devolving gas! Find your way to the ventilation valve to seal the compound, then find a way out!

## Outside Compound Exit (West)

Woodman's not 100% convinced that nuclear destruction is not the answer, so the area outside the facility needs to be cleared of any stray creatures that may have escaped. You must dispatch every single one of the remaining Genus enemies. But watch yourself. Scopes himself may have something special in store for you...



## THE GENUS

### Killer Larva



This is a worm-like little beast that packs quite a mouthful of teeth. Don't be surprised if you see some creeping along the ceiling...

### Crabby Crawler



This small, crab-like creature is more of a nuisance than a real hazard, but watch out for their surprise jump attacks!

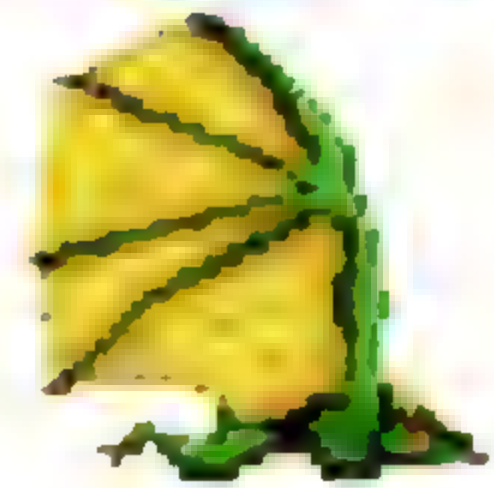
### Chamelakeet



In a case of genetics gone wrong, the Genus crossed a chameleon with a parakeet and this little guy is the end result. Don't be fooled by his colorful exterior, because this lizard has a bone to pick with you—actually, a bone to pick ON you—ALL OF YOUR BONES!

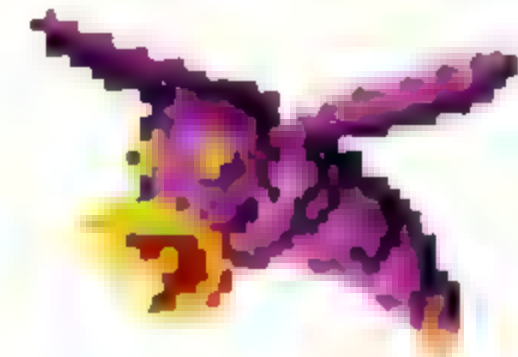
## Aerial Weasel

The Genus has mixed weasel and bat DNA and came up with this evil concoction. It flies, it hisses, and it attacks!



## Double-Beaked Bee Bird

Fusing two flying animal genes together, the Genus developed this monstrosity. Watch out for its deadly swoop attack.



## Mantiwasp

A more malicious version of the Crabby Crawler, but bigger, with more claws and much more attitude!



## Hydrasaurus

This two-headed creature is a fearsome beast indeed! Luckily, Blue Goo will take out two heads just as good as one.



## Sharkadillo

This crazy creature will charge anything that moves. When rolled into a ball, its armadillo shell protects it from being harmed by any weapon and its sharp shark teeth scare away all creatures in its path.



## Spitting Lizard

With its projectile acid spit, this large scorpion/lizard hybrid is one of the toughest foes you'll face.



## Mini-Scopes, Jr.

In his quest for world domination, Scopes has tried to replicate the most perfect Genus creature ever created—himself! Much to his disappointment, Little Scopes doesn't live up to Dad's exacting standards, but be wary. He is still a force to be reckoned with!



## Scopes

The Genus operates on a hive mentality, which means that one central brain controls them all. Scopes is the brains AND the brawn of the Genus aliens. He is the sum total of every creature (and brain!) that the Genus has assimilated during its stay on Earth. Scopes knows what you are thinking before you think it. He is the biggest, meanest, scariest, toughest creature you'll face. Expect the worst and you still won't be even close to prepared!!!



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Granted Savage, Carrie Shepherd, Oscar, Emil Villa, Dave Liebling, Claire with the hair, Freya Shephard, tuna fish everywhere, Mrs. Stoo aka Amanda, Kids of Stoo aka Hollie, Bethany, Kaitlyn, Family of Stoo aka Mum, Dad, Jonathan, Glen, Stoof Stuff aka the kitchen sink, the kettle, whoever invented tea bags, etc.

—No monsters were harmed during the creation of this videogame—

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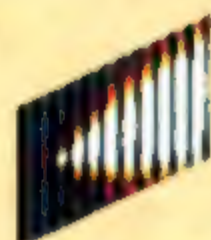
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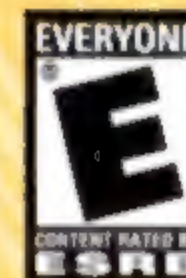


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